WHAT IS CLAIMED IS:

1.   A gaming machine comprising:

a processor for controlling game play in a basic mode and a bonus mode,

the processor operating in the basic mode to select a basic game outcome
from among a plurality of possible basic game outcomes, the possible basic game outcomes
including a start-bonus outcome the selection of which causes the processor to shift
operation from the basic mode to the bonus mode,

the processor operating to set-up a bonus game by defining a plurality of
player-selectable bonus game outcomes, the bonus game outcomes including one or more
end-bonus outcomes the selection of which causes the processor to shift operation from the
bonus mode to the basic mode;

means for selecting in the bonus mode under player control one or more of the
bonus game outcomes until encountering an end-bonus outcome; and

means for awarding credits based upon the selected bonus game outcomes.

2.   The gaming machine of claim 1 further comprising a display, the display
being operable in response to instructions from the processor to mask the bonus game
outcomes upon set-up of the bonus game and reveal the selected bonus game outcomes
during play of the bonus game.

3.   The gaming machine of claim 2 further comprising a display, the display
being operable in response to instructions from the processor to reveal each of the bonus
game outcomes in response to the selection of an end-bonus outcome.

4.   The gaming machine of claim 1 wherein the means for selecting is operable
in the bonus mode to select, one at a time, said one or more bonus game outcomes until the
selection of an end-bonus outcome.

5.   The gaming machine of claim 1 wherein the basic game comprises a slot
machine having a spinning reel display for showing a number of symbols on one or more
reels, the possible basic game outcomes defining various possible combinations of said

symbols on said reels, one of the combinations defining a start-bonus outcome the occurrence of which causes the processor to shift operation from the basic mode to the bonus mode.

6. The gaming machine of claim 5 wherein the start-bonus outcome is characterized by the display of a designated start-bonus game symbol on one or more of the reels.

7. The gaming machine of claim 5 wherein the start-bonus outcome is characterized by the display of a designated start-bonus game symbol on each of the reels.

8. The gaming machine of claim 7 wherein each of the reels have three display positions, the start-bonus outcome being characterized by the display of a designated start-bonus game symbol on each of the reels in either of the three display positions.

9. The gaming machine of claim 1 wherein the bonus game outcomes include a number of value-associated outcomes and a number of end-bonus outcomes, the means for awarding credits comprising means for summing the value-associated outcomes selected in the bonus game.

10. The gaming machine of claim 9 wherein the means for awarding credits is operable to award bonus game credits proportional to the sum of the value-associated outcomes selected in the bonus game.

11. The gaming machine of claim 10 wherein the means for awarding credits is operable to award said bonus game credits in response to the selection of an end-bonus outcome in the bonus game.

12. The gaming machine of claim 10 wherein the means for awarding credits is operable to award credits equal to the sum of the value-associated outcomes selected in the bonus game.

13. The gaming machine of claim 12 wherein the means for awarding credits is operable to award said bonus game credits in response to the selection of an end-bonus outcome in the bonus game.

14. A method of operating a gaming machine under control of a processor operable in a basic mode and a bonus mode, the method comprising the steps of:

selecting under control of the processor in said basic mode a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes

5 including a start-bonus outcome;

shifting operation of the processor from the basic mode to the bonus mode in response to the selection of the start-bonus outcome, otherwise, continuing operation of the processor in the basic mode;

setting up under control of the processor a bonus game by defining a plurality of

10 bonus game outcomes, the bonus game outcomes including one or more end-bonus outcomes;

selecting under player control one or more of the bonus game outcomes in the bonus mode until encountering an end-bonus outcome; and

awarding credits based upon the selected bonus game outcomes.

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15. The method of claim 14 wherein the step of setting up the bonus game comprises the steps of:

displaying a plurality of selection elements;

associating each of the selection elements with a bonus game outcome, the bonus

20 game outcomes including value-associated outcomes and end-bonus outcomes; and

concealing each of the bonus game outcomes upon initial play of the bonus game.

16. The method of claim 15 wherein the step of selecting bonus game outcomes in the bonus mode until encountering an end-bonus outcome comprises the steps of:

25 selecting, one at a time, under player control one or more selection elements in the bonus mode;

revealing, for each selected selection element, the associated bonus game outcome;

determining under processor control, for each selected selection element, whether tne revealed bonus game outcome comprises an end-bonus outcome; and

shifting operation of the processor from the bonus mode to the basic mode if the revealed bonus game outcome comprises an end-bonus outcome; otherwise, continuing

5   operation in the bonus mode.

17.   The method of claim 16 further comprising the steps of:

revealing, prior to the selection of an end-bonus outcome, only the bonus game outcomes associated with selected selection elements; and

10   revealing, upon the selection of an end-bonus outcome, the bonus game outcomes associated with each of the selection elements.

18.   The method of claim 16 wherein the step of awarding credits comprises the steps of:

15   summing the value-associated outcomes selected in the bonus game; and

awarding bonus game credits proportional to the sum of the value-associated outcomes selected in the bonus game.

19.   The method of claim 18 wherein the step of awarding bonus game credits

20   occurs in response to the selection of an end-bonus outcome in the bonus game.

20.   The method of claim 16 wherein the step of awarding credits comprises the steps of:

summing the value-associated outcomes selected in the bonus game; and

25   awarding bonus game credits equal to the sum of the value-associated outcomes selected in the bonus game.

21.   The method of claim 20 wherein the step of awarding bonus game credits occurs in response to the selection of an end-bonus outcome in the bonus game.